



[Subscribe](#) (Full Service) [Register](#) (Limited Service, Free) [Login](#)

Search: ☒ The ACM Digital Library ☐ The Guide

+TLB, +Translation +lookaside +buffer, +cacheable, +noncacheable



[Feedback](#) [Report a problem](#) [Satisfaction survey](#)

Terms used

[TLB](#) [Translation](#) [lookaside](#) [buffer](#) [cacheable](#) [noncacheable](#) [entry](#) [miss](#) [hit](#)

Found 2 of 160,172

Sort results
by

relevance



[Save results to a Binder](#)

[Try an Advanced Search](#)

Display
results

expanded form



[Search Tips](#)

Try this search in [The ACM Guide](#)

☐ Open results in a new
window

Results 1 - 2 of 2

Relevance scale ☐ ☐ ☐ ☐ ☐

1 [Cache Memories](#)



Alan Jay Smith

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Full text available: [pdf\(4.61 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

2 [The Kyushu University reconfigurable parallel processor: design of memory and intercommunication architectures](#)



Kazuaki Murakami, Shin-ichiro Mori, Akira Fukuda, Toshinori Sueyoshi, Shinji Tomita

June 1986 **Proceedings of the 3rd international conference on Supercomputing**

Full text available: [pdf\(1.39 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The reconfigurable parallel processor system under development at Kyushu University is an MIMD-type multiprocessor which consists of N processing-elements (currently N is 128) fully connected by $S \times N \times N$ crossbar networks (currently S is 1). Each PE (Processing Element) employs a Fujitsu SPARC MB86900/10 chip-set, a Weitek WTL1164/65 chip-set, an MMU (Memory Management Unit) with 64K b ...

Results 1 - 2 of 2

The ACM Portal is published by the Association for Computing Machinery. Copyright © 2005 ACM, Inc.

[Terms of Usage](#) [Privacy Policy](#) [Code of Ethics](#) [Contact Us](#)

Useful downloads:



[Adobe Acrobat](#)



[QuickTime](#)



[Windows Media Player](#)



[Real Player](#)